

GUEST STARRING NOVA OF THE NEW WARRIORS!

the **AMAZING**
SPIDER-MAN[®]

TWO AGAINST THE TRI-SENTINEL!

**TWO
AGAINST THE
TRI-SENTINEL!**

\$1.25 CAN

© 02457

100

BY THE
COMICS
BOOKS

AUTHORITY

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WRITTEN AND PRODUCED BY JOHN HUGHES DIRECTED BY CHRIS COLUMBUS COLOR BY DELUXE®



*At participating retailers.

**Multiple purchases required. Offer expires January 31, 1992.
Details inside videocassette.

***Offer expires October 31, 1992.

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BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

Stan Lee
PRESENTS: **THE AMAZING SPIDER-MAN®**

"THE MASSIVE ROBOT CALLED THE TRI-SENTINEL MAY HAVE THREE OF MOST THINGS, BUT IT ONLY HAS ONE MIND! AND THAT'S CURRENTLY FOCUSED ON DESTRUCTION!"

NOVA, OBVIOUSLY, IS A PRIME TARGET! WHILE INSIDE THE MECHANICAL MONSTER'S ORGANIC SKULL--

--SPIDER-MAN HAS THE MISFORTUNE OF BEING ANOTHER!

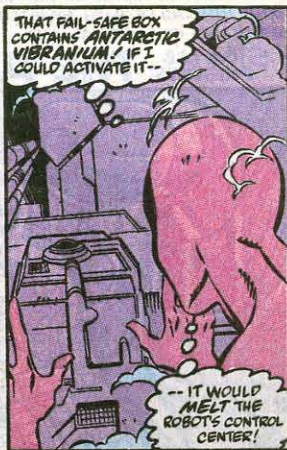
GAS!
KOFF!

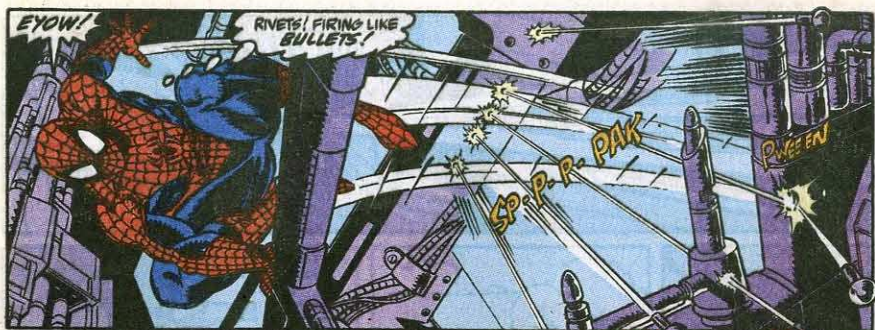
F-FEEL LIKE
I'M BREATHING
ACID!

**DEATH
WALK!**

D. MICHELINIE M. BAGLEY S. DELAROSA R. PARKER B. SHAREN D. FINGEROTH
WRITER PENCILER INKER LETTERER COLORIST EDITOR
T. DEFAUCO, EDITOR IN CHIEF

THE AMAZING SPIDER-MAN® Vol. 1, No. 352, October, 1991. (ISSN# 0274-5232) Published by MARVEL COMICS, Terry Stewart, President, Stan Lee, Publisher, Michael Hobson, Group Vice President, Publishing. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly. Copyright © 1991 Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate for 12 issues: \$12.00 U.S., \$17.00 Canada, and \$24.00 foreign. GST #R127032852. No similarity between any of the names, characters, persons, or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the condition that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue and the distinctive likenesses thereof) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO: THE AMAZING SPIDER-MAN, c/o MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.





EYOW!

RIVETS! FIRING LIKE BULLETS!

SP-P-R-PAK

PWEEEN



SENTINEL MUST BE AWARE OF WHEREVER I GO! WHATEVER I DO! USING INTERIOR COMPONENTS AS MAKESHIFT DEFENSE WEAPONS! AND--



-- HUH? THAT RUMBLING! EVERYTHING STARTING TO TREMBLE! WHAT THE HECK'S HAPPENING NOW?!



WELL, FOR STARTERS--

-- THE MAGICALLY MELTED MECHANOID IS DIVESTING ITSELF OF ITS OTHER PROBLEM!

YEEEEHA--!

Now, Bill & Ted have two excellent adventures...for NES[™] and Game Boy. **MOST TRIUMPHANT!**

Bill & Ted's Excellent Video Game Adventure[™] for your NES lets you power up to six different worlds searching for historical dudes lost in time. Most Heinous! Better send them back quickly or you'll miss the Wyld Stallyns concert...starring Bill and Ted.

Bill & Ted's Excellent Game Boy[®] Adventure[™] sends our two most excellent compatriots, Bill and Ted, on a "Bogus Journey" against evil versions of themselves and the Grim Reaper as you race against the clock to collect stolen time fragments. Stellar!

Tough choice, dude. But you know what Bill and Ted would do:
Choose both!



The locals give you clues to the whereabouts of famous historical dudes.



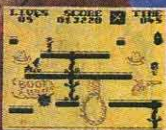
Say Ted, isn't that Ted? No way — you way!



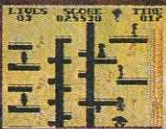
Party on with the Wyld Stallyns — if you complete your noble quest.



An evil plan to totally destroy your future? Bogus!



Collect stolen historical fragments, like bodacious Billy the Kid's Sheriff Star.



Run out of time and the most heinous Grim Reaper sends you to the land down under.



Bill & Ted's Excellent Video Game Adventure[™] and Bill & Ted's Excellent Game Boy[®] Adventure[™] © 1991 Nelson 1991 Int'l. Bill & Ted's Excellent Video Game Adventure[™] and Bill & Ted's Excellent Game Boy[®] Adventure[™] are trademarks of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved. Nintendo Entertainment System[™], Game Boy[™], and Super Mario Bros.[™] are trademarks of Nintendo of America Inc. LJN[®] is a registered trademark of LJN, Ltd. © 1991 LJN, Ltd. All rights reserved.



I DIDN'T VOLUNTEER FOR THIS GIG! BUT SAAVEY AND I STARTED IT TOGETHER--

--AND WE'RE GOING TO END IT TOGETHER!



I JUST WISH THAT DIDN'T SOUND SO...



...FINAL.



LAST TIME I TANGLED WITH THIS THING, MY CURIOSITY WAS FIRED!

SO I USED MY RESERVE AVENGER STATUS TO BONE UP ON SENTINELS FROM THE AVENGERS' FILES!

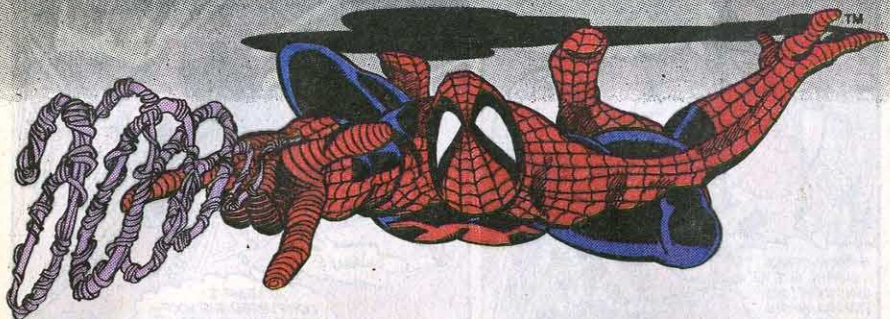


THAT SHOULD BE THE CENTRAL PROCESSING UNIT, HERE IN THE ABDOMEN!

HAVE TO USE IT TO SLOW THE ROBOT DOWN!



THE TRI-SENTINEL WAS PROGRAMMED BY LOKI TO WRECK A NUCLEAR FACILITY ON LONG ISLAND! SO IT'S LIKELY HEADING FOR THE NEAREST LOCAL NUCLEAR PLANT!



EVEN THE BAD GUYS LOOK UP TO HIM.

Where you gonna hide from a guy like Spider-Man®? He's on your left. He's on your right. He's on the wall. He's on the ceiling. And now, he's on Genesis.™

He probably won't be too happy about this mess. As if one enemy wasn't enough, this game's got all the big uglies, Dr. Octopus, The Hobgoblin, Venom, Electro, The Lizard, and The Sandman. Not to mention Kingpin running the show.

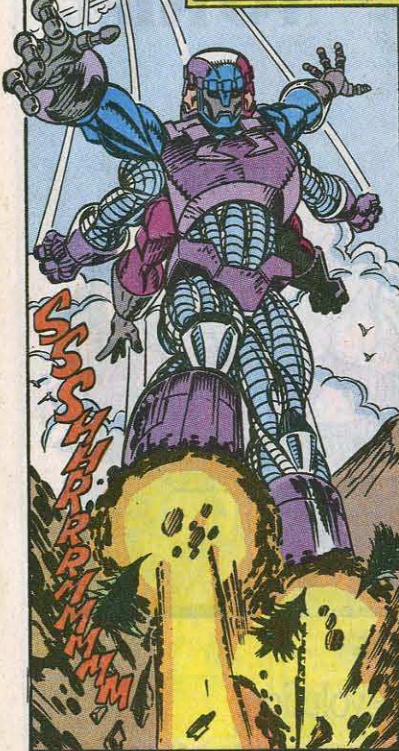
But Spidey's not exactly defenseless. Those bad guys won't look so bad when Spider-Man® starts laying into them with devastating kicks as he flies off the end of his web swing. And riffraff beware of his bone-crushing punches. If there's anything left, he'll wrap it up neatly with a barrage of web bolts.

Messing with Spider-Man® could be hazardous to your health. You've got to admit, he's one of the toughest American heroes ever. After this game, we know a couple of bad guys who probably would agree.



GENESIS

Leading the 16-bit revolution.





CABLES 200% STRONGER THAN THEY SHOULD BE!

DON'T KNOW IF IT'S DESIGN, OR LOKI MAGIC! BUT I CAN HARDLY--

RRRRRRRR



WE'VE GOT A PROBLEM, SIR! DR. COLLINS SAYS THE DEMONSTRATION DISK IS MISSING! IT WAS IN THE ROOM WHERE THEY FOUND NOVA!

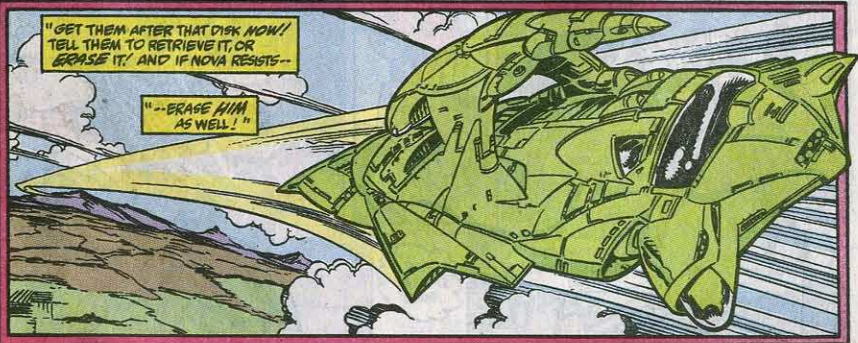
BLAST! THAT COMPUTER DISK CONTAINS ENOUGH EVIDENCE TO CONVICT EVEN ME!

ALERT THE TAC SQUAD! THEY WERE OUR PROTECTORS BEFORE WE ACTIVATED THE TRI-SENTINEL!



"GET THEM AFTER THAT DISK NOW! TELL THEM TO RETRIEVE IT, OR BRIBSE IT! AND IF NOVA RESISTS--

"--BRASE HIM AS WELL!"







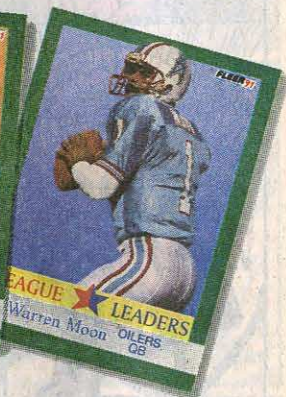


KRUNCH!

Nothing hits harder than the '91 Fleer Football Series. WHUMP! With high-resolution, in-your-face action photos on the front and larger player portraits on the back.

BOOMPH!

And two more super subsets—the 12-card "Hitters" comin' right at you, featuring football's premier bone crunchers in action. WHAM! BAM! And "League Leaders," starring the best in the biz—passing, running, scoring, receiving and more.



WHAM!

Check out these radical new limited-edition subsets available in all wax, rack and cello packs—"Pro-Visions™" Art Cards featuring 10 of the game's greats like you've never seen them before. POW! Plus, the '91 Fleer "All-Pro" Team—26 prime-time performers including many new "All-Pro" additions.

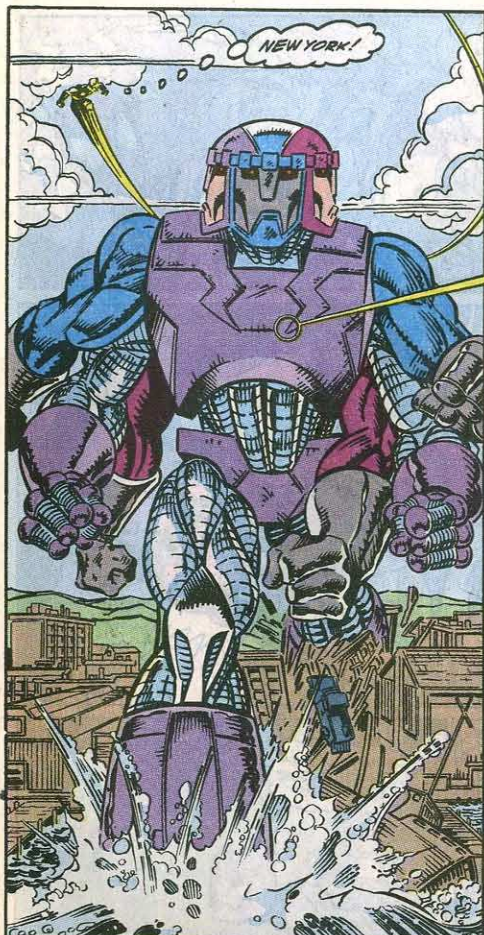
Collect the '91 Fleer Football Series. CRAK! It's action you can almost feel.



FLEER

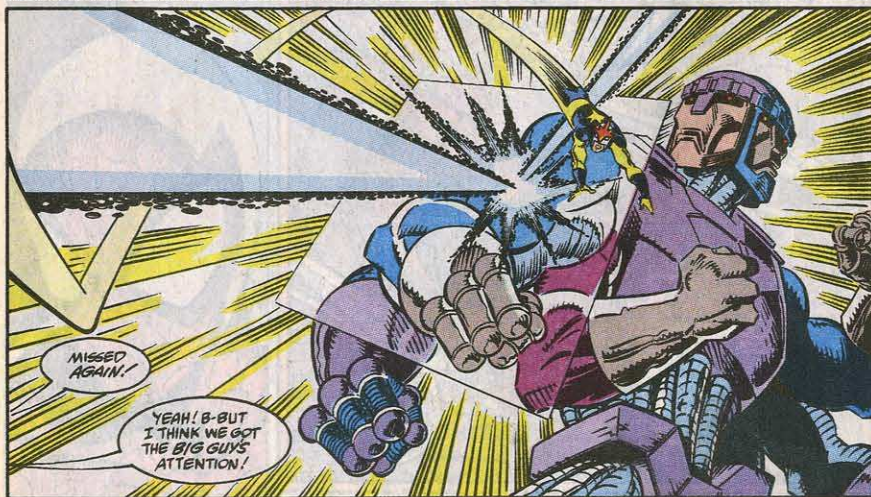
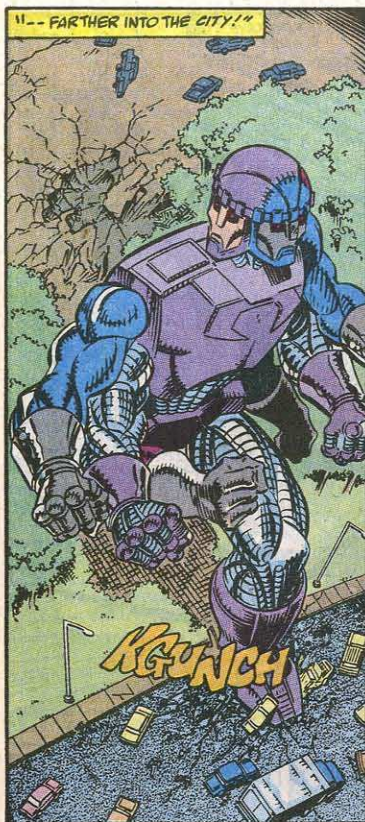
Better Than Ever.

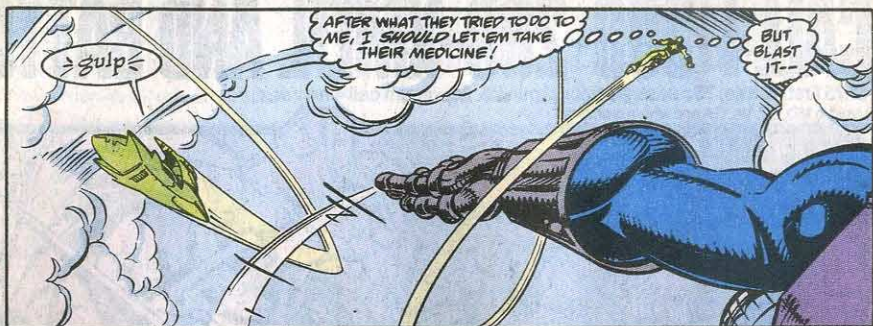












CALL 1-900-288-XMEN. AND BATTLE

\$1.75 first minute; 75¢ each additional minute. Maximum call 4 minutes.

Void in MD, AZ, VA, GA and where prohibited.

PLAY FAIR!

- If you're under 18, get parent's permission to play
- Limit 4 calls per week, per household

HOW TO PLAY

1. Call 1-900-288-XMEN
2. You'll start by battling Magneto's henchmen. Summon the appropriate X-MEN based on their powers and the confrontation at hand.
3. Wait for the cue, then activate their powers by pressing the [X] key within the designated time.
4. Then go one on one with Magneto and earn your rewards by answering as many X-Men trivia questions as you can.

WOLVERINE



Press: 1
Time: Between
2-4 sec.

Power: Slices through any surface with adamantium claws

ICEMAN



Press: 2
Time: Between
1-3 sec.

Power: Shoots subzero cold blasts

CYCLOPS



Press: 3
Time: Between
3-5 sec.

Power: Shoots optic force blasts

RULES & REGULATIONS

1. The X-Men Adventure Game, sponsored by Marvel Entertainment Group, Inc. ("Marvel"), is an interactive game of skill requiring knowledge of the powers of the "X-Men" characters as found in various Marvel publications.
2. The game begins August 1, 1991 and continues through November 1, 1991.
3. Callers with touchtone telephones may access the game by dialing 1-900-288-XMEN, anywhere in the continental U.S., at any time, 24 hours a day, during the term. Callers with rotary telephones are technically ineligible to play.
4. There is no minimum age requirement to play the game. Anyone who is under 18 years of age must get parental permission before calling the game. All appropriate prizes won by persons under 18 years of age shall be awarded in their name to a parent or legal guardian.
5. The charge for each call is \$1.75 for the first minute and .75 cents for each additional minute. The maximum length of a call is 4 minutes. The telephone number of the originating call must match the telephone number on the prize claim in order for any prizes to be awarded and each telephone number is limited to 4 calls per week during the term.
6. The caller shall hear an introductory message and will then be requested to enter the telephone number he is calling from for call limiting purposes. Each call is a separate game.
7. Each X-Man shall be designated a digit that relates to his power with a limited time frame to activate that power. To activate an X-Man's powers, the caller must press the designated number on the touch tone pad to "call up" an X-Man and then press the star key in the designated time frame to use the X-Man's powers. The caller has 60 seconds in the opening round to battle Magneto. If the caller misses twice, the game is over and he is routed to a closing message. If he succeeds in the first round, the caller then has 50 seconds

additional minute. The maximum length of a call is 4 minutes. The telephone number of the originating call must match the telephone number on the prize claim in order for any prizes to be awarded and each telephone number is limited to 4 calls per week during the term.

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THE X-MEN'S DEADLIEST ENEMIES.

By Phone Programs USA, Inc. 919 Third Avenue, New York, NY 10022

TOUCHTONE PHONES ONLY.



BANSHEE



Press: 4
Time: Between
4-6 sec.

Power: Vanquishes
enemies with sonic
scream

PRIZE CLAIM

To claim prizes, print your choice of cover along with your name, address, age, phone number, and prize claim number on a 3x5 card. Send it to:

Marvel Comics
Dept. 900-XMEN
387 Park Avenue South
New York, NY 10016

IMPORTANT: If phone number doesn't match prize claim number—and if you call more than 4 times per week—you will be disqualified!

This game is subject to complete official rules and regulations.

WIN!

LEVEL 1

Plate-signed
X-Men #1 cover
of your choice
Product coupons

LEVEL 2

Cover, coupons,
plus a special
edition X-Men
poster!

**THAT'S NOT
ALL—TOP
SCORERS WILL
BE LISTED IN
A FUTURE
X-MEN COMIC!**



to answer as many X-Men questions as possible. The prize awarded is determined by the number of questions answered correctly.

8. Every caller who defeats Magneto and answers 1 through 4 questions correctly shall receive a plate-signed X-Men collector cover plus product coupons. The caller will be able to choose from among 4 different covers. If the caller answers 5 or more questions correctly he receives a plate-signed cover, product coupons and a commemorative poster. The caller will be given a prize claim number relating the phone number the call was made from and the prize earned. The phone number must match the prize claim number in order to earn a prize. All prize claims must be received by November 30, 1991. All prizes have been provided at cost by Marvel Entertainment Group, Inc.

9. PPI and Marvel reserve the right to add or replace questions at any time. Players waive any claim or right in the event of ambiguity or error in any questions or answers; and, by entering, players agree to be bound by and subject to these official rules and to be subject to the decisions of PPI and Marvel whose decisions

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are final. Players acknowledge that the correct answers to all questions are those provided and validated by PPI and Marvel.

10. Sponsors and their service provider are not responsible or liable for incorrect or inaccurate entry of information by caller, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions.

11. Void in MD, AZ, VA, GA and where prohibited. Employees and families of PPI, Marvel, Call Interactive and their affiliated companies are not eligible. All federal, state and local laws and regulations apply.

12. A copy of these rules may be obtained free of charge, in person, from PPI, 919 Third Avenue, New York, NY 10022 during normal business hours, or write "X-Men Adventure," P.O. Box 7012, FDR Station, New York, NY 10022. If there are any questions re this game, the public may dial 1-800-544-7741 during normal business hours for assistance.

ENERGY'S NOT HURTING ME, BUT WHAT'S HAPPENING TO THE TRI-SENTINEL? IT LOOKS LIKE IT'S...



STOPPING?



CABLES GOING LIMP?!

DON'T KNOW WHY--

--BUT I'M NOT ABOUT TO LOOK A GIFT 'BOT IN THE MOUTH.



BETTER MAKE MY WAY TO THE FAIL-SAFE BOX BEFORE OL' HIGH-POCKETS GETS HIMSELF BACK ON LINE!

SOMEHOW, THAT RAY'S GUMMING UP THE SENTINEL'S WORKS!



GOTTA MAKE SURE IT DOESN'T STOP--

HI! WANNA KEEP ME FROM DOING THIS TO YOUR HEADS?

THEN TRAIN YOUR BEAM WEAPON ON THAT ROBOT--



--AND LEAVE IT THERE!



BOOOOO BOYS!

Join Our Quest



For fun all summer long, play the new DUNGEONS & DRAGONS game!

Discover the New DUNGEONS & DRAGONS® Game and Have Some Real Fun!

Take an adventure beyond your wildest imagination. One that's filled with heroic warriors, wizards, elves, and ferocious dragons! Imagine the fun you and your friends can have...

First, create a character. What will you be? Bold, daring, cunning, or cautious? How are you dressed? What spells do you know? What weapons do you carry?

Then you and your friends create the story...

"While carrying torches and walking down the dark, twisting stairs, the path ends at a pool of black, bubbling oil. How do you cross it? Which hallway leads to the jewels... and which leads to the dungeon? The map doesn't say."

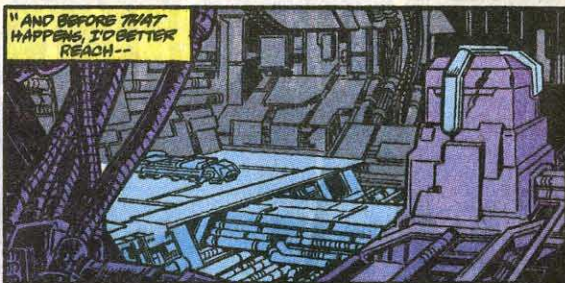
If you overcome the traps, your party might escape the danger. But you never know

what lurks around the next corner...

Step into this world of fantasy with the brand new DUNGEONS & DRAGONS® game! Learning to play is fast and fun. It's where *real* fantasy adventure begins.

Don't wait. Discover the new DUNGEONS & DRAGONS game at toy, book, and hobby stores today!











STAN'S SOAPBOX

Hi, Heroes.

I've got a Hulk-sized problem that needs your indulgence! There's a great new book coming off the presses which I know you won't want to miss. But if I urge you to buy it, it'll seem as if I'm huckstering a product, and you know that Mr. Sincerity would never ever be guilty of such a thing! Yet, if I don't tell you, I'll be doing the hapless hordes of Marveldom a grave and irrevocable injustice!

Therefore, I'll simply tip you off to this incredibly wonderful publication without mentioning anything about your buying it. The act of purchasing is up to you, while the blameless act of enlightenment is my responsibility! A sneaky solution perhaps, but we live in a savage world!

So here's the skinny — and it's a blast! Harry N. Abrams, one of the world's most prestigious publishers of art books, has just produced a mammoth-sized, super deluxe, full-color, four hundred pages-plus history of Marvel Comics called (logically enough) "MARVEL, Five Fabulous Decades of the World's Greatest Comics"! Not only will you find it in thousands of comics shops, but also wherever books are sold in the finest and most exclusive book stores throughout the world!

Profusely illustrated and lavishly colored, expensive but worth every penny, "MARVEL" will introduce you to virtually every artist, writer and editor who's ever contributed to the glory of comicdom's most honored bullpen! Additionally, you'll see examples of artwork which were formerly available only in select galleries and

private collections!

Unquestionably the greatest gift for anyone who's ever thrilled to the Marvel mystique, who's ever shared the fun and excitement of the most renowned super hero sagas, "MARVEL" is an adventure into rediscovery and a cornucopia of memories! It even contains a glowing introduction by yours truly, but hey, nothing's perfect!

Okay, I kept my word! I didn't tell you to buy the big, magnificent, treasure trove of comics called "MARVEL, Five Fabulous Decades of the World's Greatest Comics"! But after you see it, I dare you not to!

Excellent!



Change. It's all around us. Not just the kind that you find in your pockets or on the sidewalks. We're talking about the types of change you find in *life*. Change affects all of us in our everyday lives, from the highest big shot smarty pants executive, all the way down to the lowliest most humble working stiff. Here at Marvel, we like to think we're part of the great galactic food chain, just producing our share of consumables to prevent us from being consumed. And as you can imagine, a company of our size goes through a lot of changes.

Just as Col. Blake was replaced by Col. Potter ... just as Mr. Roper was replaced by Mr. Furley ... just as Dick Sargent was replaced by Dick York (or was it the other way around? We never could get that straight.) so, too, do changes occur here in the Marvel offices.

Sometimes all it takes is for one guy to leave, and that sets off a flurry of movement, a burst of motion, a sudden gust of activity, with winds up to 90 miles per hour. It all started when AVENGERS editor Howard Mackie, who may already be a winner in the Publishers' Clearinghouse Give-away, announced he was going freelance. Since Howard's GHOST RIDER series has proven to be the hottest thing since tofutti, Howard felt the time was right to bolt from his staff position like a motorcyclist out of Hades.

As soon as he found out Howard was on the verge of leaving, Len Kaminski, who is not a doctor but he plays one on TV, skeddaddled over to the office of Ralph Macchio (who is quick with a joke or a light of your smoke). This necessitated Howard hiring a new assistant, Richard Ashford, who speaks two languages — British and English. With Howard out of the picture, Richard was left without a boss. Since most of Howard's books were going to Nel Yomtov, who never could tell which one was Stargy and which one was Hutch, Richard decided he would go with them and he wound up as Nel's assistant.

In all the hubbub, Tom Brevoort, who's never seen a purple cow (and hopes he never sees one) was promoted to managing editor, with Sara Mossoff (who'd rather see than be one) signing on as his assistant. Tom is now responsible for MARVEL MASTERWORKS and the all-new monthly DEATHLOCK series. Kelly Corvase (who didn't understand *Twin Peaks*, but thinks he's finally figured out who shot J.R.), was also promoted to Managing Editor, and one of his first projects will be launching an all-new LUKE CAGE series! With Kelly moving out, this left Terry Kavanagh, who has been alive forever and wrote the very first song, without an assistant. So Terry hired former editorial assistant Mark Powers, who, say what you will about him, at least he got the trains to run on time.

AUGUST
COOLOMETER

- 100
- TERMINATOR 2
 - JAMES BROWN
 - JEEPS
 - THE ADVENTURES OF CAPTAIN AMERICA
 - BILLIARDS
 - KIM BASINGER
 - MONDO MARVEL, THE TALK SHOW
 - BAGELS
 - GLOBAL WARMING
 - ROBIN HOOD
 - STAR TREK: THE NEXT GENERATION
 - LASER KIROKE
 - POLO SHIRTS
 - FLOSSING
 - BUNGEE JUMPING
 - THE METRIC SYSTEM
 - ANDREW DICE CLAY
 - TV TALK SHOWS
 - YUPPIES
 - HUDSON HAWK
 - SKATEBOARDS
 - POLITICAL
 - CORRECTNESS
 - RECORD ALBUMS
 - DAY-GLO CLOTHES
 - THE COSBY SHOW
 - NUCLEAR WINTER
 - McLEAN STEVENSON
- 100

Somewhere in the middle of all this commotion, Glenn Herdling, who if he could walk that way wouldn't need the talcum powder, was promoted to Submissions Editor. Beaming aboard as his assistant was Pat Garrahy, who remembers only you can prevent forest fires. Glenn and Pat will also be working on custom comics, and the semi-regular DESTROYER series (which works out well, as both Glenn and Pat are semi-regular kinds of guys).

Amidst all this hoopla, we bid a fond farewell to staff letterer supreme Chris Eliopoulos, who's badder than old King Kong and meaner than a junkyard dog. Chris, too, has joined Howard Mackie in the wild and wacky world of freelance. Taking Chris's place on staff was John Babcock, who would like to both swing on a star and carry Moonbeams home in a jar ... if only he could find a big enough jar.

We also bid a fond farewell to Bullpenner Bettie Ringma, who could run the fifty yard dash in under an hour. Bettie's replacement is Fung Ming Ma, who hails from Hong Kong, and walks softly but carries a big stick. Fung Ming picked a good time to join the Marvel staff, since many of your favorite Bullpenners will be appearing in this month's issue of SPIDER-MAN (#15)! This issue features the Impossible Man, who has always wanted his own comic book, and will stop at nothing to get it! Spidey's in there, too, of course, trying to stop Impy from destroying the Marvel offices! There are plenty of surprise guests, who are so offbeat, we couldn't even begin to name them! (Toxic Avenger, Night Cat — oops, sorry. We couldn't resist.) But wait — you haven't heard the best part yet. The cover of each issue of SPIDER-MAN #15 will be individually numbered! No two will be exactly the same! There will only be several hundred thousand copies printed, so you'll have to act fast to get one of each! Collect them all!

In closing, we'll note one final change that recently occurred.

It was with heavy hearts and heavy hands that we said goodbye to the NEW MUTANTS after its 100th issue. Alas, the book had stopped living up to its title after issue one. Clearly something had to be done. And so, it is with great pomp and circumstance that this month we introduce the all-new X-FORCE #1, thus fulfilling our postal obligation to have at least four titles beginning with the letter "X." Each copy of X-FORCE #1 will include one of four different trading cards, so you may want to consider taking a second job. You're going to need extra income by the time the all-new X-MEN #1 comes out in August!

Remember, you don't have to buy one copy of every Marvel Comic every month ... but it sure helps!



MARVEL MAXI-PRINTS! THE LATEST MUTATION IN T-SHIRTS!

In a never ending quest to develop the ultimate T's, our obsessed, mutant artist has transformed the entire shirt into his canvas! These Marvel Maxi's are the bottom line in cosmic style. Don't wait, don't compromise, mutate your wardrobe today!

AND REMEMBER...



THE HULK™
Front & Back
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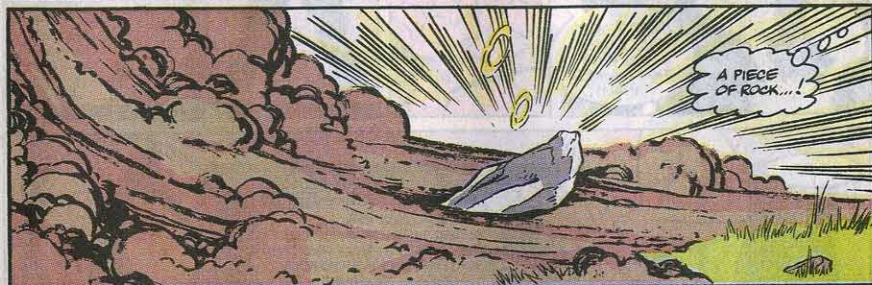


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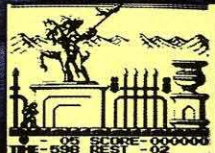
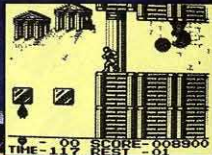
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